

8080 ASSEMBLERS

ESP-1 by Michael Shrayer

This is a complete monitor/text editor/assembler for creating, assembling, testing, and storing programs written using Intel's standard instruction mnemonics. The single letter commands allow the user to create up to six source files simultaneously, assemble these files, display on the CRT or print source and object code, read and save files on cassette tape, concatenate files, store symbol tables for use by multiple programs, move blocks of memory, test memory, re-number source file statements, set breakpoints for debugging, and more. The system occupies 5K of memory, and is supplied on cassette tape with a complete manual.

FDOS-II by Icom, Inc.

This package, which resides on the Icom dual floppy disk drive, includes a text editor and assembler in addition to a powerful disk operating system. The text editor includes among its commands: append text from a disk file; insert new text in workspace; move text pointer to beginning of workspace, or to any line or character; search, search/replace, delete any character, group of characters, or line or group of lines; write workspace text to disk, screen, or printer. The assembler uses the standard Intel format and includes full macro instruction capability and a large number of "pseudo operations" to facilitate software development. Both the text editor and the assembler are fully compatible with each other and the DOS. FDOS-II is a complete, disk oriented program development system which provides high-speed software development tools usually available only on large minicomputer systems.

COMPAL DE-BUG by Allen Ashley

In developing new software, it is essential to locate and fix any errors (bugs). Our DE-BUG is perhaps the most powerful 8080 de-bug package available on the market today. Using the CRT display and powerful interrupt structure of the COMPAL-80 computer it allows the user to:

1. step through a program, displaying all internal 8080 registers, a memory window, and the source code in any of three modes: after every instruction (single-step); after any JMP, CALL, or RET; or after every specified number of instructions or program transfers.
2. set breakpoints anywhere in a program and begin execution anywhere.
3. display memory in ASCII
4. move blocks of memory
5. search for all occurrences of a particular instruction sequence
6. disassemble any 8080 program producing the instruction mnemonics and hexadecimal addresses/labels